

MIDWAY HOME ENTERTAINMENT
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MIDWAY'S
**GREATEST
 ARCADE HITS**
Volume 1

DEFENDER

JOUST

**ROBOTRON:
 2042**

BUBBLES

SINISTAR

DEFENDER II



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CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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STARTING UP

Before you begin to play *Midway's Greatest Arcade Hits Volume 1*, pay attention to the following information regarding your Sega Dreamcast Hardware Unit.

- Be sure the Power is off on your Sega Dreamcast system.
- Plug in your Sega Dreamcast Controller.
 - *One controller is included with the Sega Dreamcast at the time of purchase. Additional controllers and peripherals are sold separately. For more information on the Sega Dreamcast Controller, see the next page.
- Insert your *Midway's Greatest Arcade Hits Volume 1* Sega Dreamcast Specific Disc.
- Press the Power Button to activate the Sega Dreamcast.
- Follow on-screen game instructions.

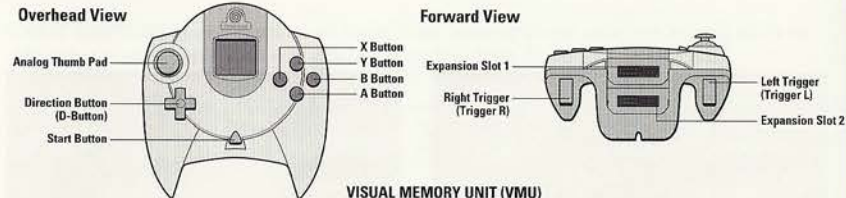
SEGA DREAMCAST HARDWARE UNIT



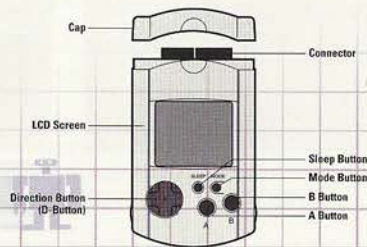
STARTING UP

Midway's Greatest Arcade Hits Volume 1 supports the Sega Dreamcast Controller and the Visual Memory Unit (VMU). Make sure all controllers and VMUs are connected before turning the Sega Dreamcast power ON. All games on this compilation are 1 or 2 Player games. For information on each game's controller configurations, please see the Table of Contents for the appropriate game's location in this manual.

SEGA DREAMCAST CONTROLLER



VISUAL MEMORY UNIT (VMU)



MAIN MENU

At the game's Title Screen, press the Start Button to access the Main Menu.

The Main Menu is your departure point to a virtual arcade complete with six classic arcade games. Press Left and Right on the Direction Button to highlight the games. To access that game, press the A Button or Start Button.

Keep reading this manual for information on how to play these timeless hits as well as how to adjust different options for each of them!



PAUSE MENUS

While playing a game, you can access the Pause Menu by pressing the Start Button. Each game has their own unique settings you can configure, but most are the same throughout. Use the Direction Button to navigate through the menu options. To select an option or to access a sub-menu, press the A Button. Press the B Button to go back to the previous screen. Be sure to follow on-screen instructions in the game's original attract mode.

CONTINUE: Continue the current game.

START 1-PLAYER/2-PLAYER: Begin a 1 or 2-Player game.

GAME OPTIONS: Each game will have their own options you can adjust such as difficulty, points until an extra life, turning the Auto Save ON or OFF, etc.

CONTROLLERS: You can configure your controller here. Highlight the action you want to change and press the A Button. Next, press the button you want to use for that action. When finished, highlight EXIT and press the A Button.

AUDIO/VIDEO: This sub-menu allows you to adjust the volume of the game, select from a Mono or Stereo output and even stretch and move the screen to your liking. When you're done, highlight EXIT and press the A Button.

NOTE: YOU MAY WANT TO ADJUST THE SCREEN BEFORE PLAYING A GAME. THIS WILL GIVE YOU A MORE REWARDING EXPERIENCE WITH WHATEVER SIZE DISPLAY YOU ARE USING.

LOAD/SAVE: Make sure you have a VMU connected in Expansion Slot 1 on your Sega Dreamcast Controller. The Controller must be plugged into Control Port A on your Sega Dreamcast system before attempting to Load or Save a game. You will need 5 blocks of free space on your VMU to save your progress.

MAIN MENU: Return to the Main Menu (arcade) to select a new game.



In the future, the galaxy is invaded by hostile alien forces. Attacking in countless swarms, the aliens decimate all planets they encounter. Those who survive the initial invasions are harvested to serve the alien invaders. Mankind's only hope lies in you, the Defender!

Navigate your starfighter through a hideous maze of alien forces. Destroy all those who stand in your way as you race to save the planet's inhabitants from being harvested. If an alien is taking a civilian off of the planet, carefully aim and blast the alien away. You must be quick on the throttle though. The civilian will fall to their death if you don't pick them up in time.

Your ship is equipped with the latest in intergalactic combat technology. Use its Smart Bombs, Warp activation equipment and fast response time to your advantage. It won't be an easy mission, but you're all the galaxy has left!

DEFENDER

DEFENDER CONTROLS (DEFAULT)

UP - Direction Button Up

DOWN - Direction Button Down

LEFT - Direction Button Left

RIGHT - Direction Button Right

FIRE - A Button

THRUST - Right Trigger

REVERSE - Left Trigger

SMART BOMB - B Button

HYPERSPACE - X Button

-----PAUSED-----	
Lives per game	3
Bonus life	10000
Initial difficulty	5
Maximum difficulty	15
Waves per planet	5
Auto save	Off
Restore original settings	
Exit	

POINT TOTALS

Lander - 150 points

Mutant - 150 points

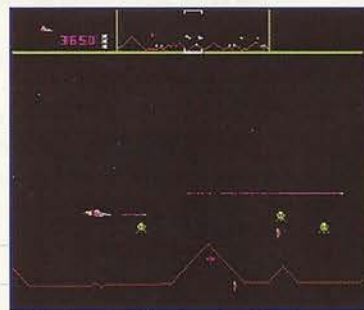
Swamer - 150 points

Baiter - 200 points

Bomber - 250 points

Pod - 1000 points

Saved Humans - 500 points



JOUST™

Take to the skies on your trusty steed and duel with the armies of evil. This molten arena is home to flying vultures and sinister lava trolls. Vanquish your enemies as fast as you can to avoid the dreaded Pterodactyl! This (unbeatable?) creature rules the skies and should be avoided at all costs.

Evil knights are transported into the arena to do battle with you. Take them out by landing on top of them. If you choose to attack them head on, make sure you are slightly higher in the air than they are. Upon defeating an enemy, they will be enclosed in an egg and scattered on the battlefield. Collect these eggs before they hatch for points and to ensure they don't turn into warriors again!

JOUST

JOUST CONTROLS (DEFAULT)

TURN LEFT - Direction Button Left

TURN RIGHT - Direction Button Right

FLAP WINGS - A Button (press rapidly)



POINT TOTALS

Bounder - 500 points

Hunter - 750 points

Shadow Lord - 1500 points

Pterodactyl - 1000 points

Eggs / Flightless Knight - 250 points

(points multiply for additional ones collected)





In the near future, humanity has been nearly wiped out by Robotrons. Your mission is to defend the last human family on the planet. The fate of our race depends on you and you alone!

This fast-paced arcade classic puts you up against a variety of obstacles. Not only must you blast your way through the countless hordes of Robotrons, but you must save as many humans as possible! Each level is a virtual deathtrap complete with swarms of Grunt Robotrons, unstoppable Hulk Robotrons and danger galore!

ROBOTRON 2084 CONTROLS (DEFAULT)

MOVE LEFT - Direction Button Left
MOVE RIGHT - Direction Button Right
MOVE UP - Direction Button Up
MOVE DOWN - Direction Button Down
FIRE LEFT - X Button
FIRE RIGHT - B Button
FIRE UP - Y Button
FIRE DOWN - A Button

POINT TOTALS

Electrodes - No points
Grunt Robotrons - 100 points
Hulk Robotrons - No points
Spheroid - 1000 points
Quark - 1000 points
Cruise Missiles - 25 points
Prog - 100 points
Enforcer - 150 points
Tank - 200 points
Saved Humans - 1000 points
 (points multiply for additional ones saved)





This battle has everything, including the kitchen sink! You begin the fight as a small bubble. Move around the sink and collect as much dirt and grime as possible before they go down the drain. As you merge with the bubbles, you will grow larger. Watch out for dangerous objects such as razor blades, bugs and brushes!

The larger you grow, the less control you will have, so be careful! Join forces with the Cleaning Lady to shove your enemies aside and rid the sink from the scum of evil. It may be a dirty job, but it's a necessary one as each sink gets dirtier and dirtier! As you grow in size, your bubble will slowly grow a face as well. Once your bubble has a face, you can go down the drain. If your bubble doesn't have a face, you can only go down the drain when it flashes. Otherwise, stay away from the drain!

BUBBLES

BUBBLES CONTROLS (DEFAULT)

MOVE LEFT - Direction Button Left

MOVE RIGHT - Direction Button Right

MOVE UP - Direction Button Up

MOVE DOWN - Direction Button Down



POINT TOTALS

Crumb - 100 points

Ants - 150 points

Grease - 200 points

Cleaning Lady - 500 points

(plus additional points for items she collects)

Roach - 1000 points

Dive Ahead Bonus - 1000 points

(per Bubble growth)



Williams DEFENDER II

Just when you thought the galaxy was safe from attack comes the smash sequel to Defender! It's twice the danger and twice the excitement as you once again try to exterminate the alien invaders. This is not the same Defender you're used to!

Defender II returns with the same great features that made it a classic. All new enemies make navigating each planet even more difficult than before. Now your ship is equipped with the INVISO power, an invisibility mechanism that cloaks your ship (for a limited time!) from the invaders.

DEFENDER II

DEFENDER II CONTROLS (DEFAULT)

UP - Direction Button Up

DOWN - Direction Button Down

LEFT - Direction Button Left

RIGHT - Direction Button Right

FIRE - A Button

THRUST - Right Trigger

REVERSE - Left Trigger

SMART BOMB - B Button

HYPERSPACE - X Button

INVISO - Y Button

POINT TOTALS

Space Guppie - 200 points

Firebomber - 250 points

Fireball - 100 points

Lander - 150 points

Baiter - 200 points

Mutant - 150 points

Pod - 1000 points

Swarmer - 150 points

Phred - 200 points

Big Red - 200 points

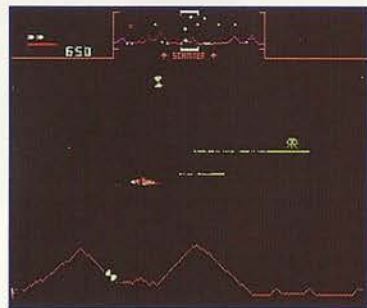
Munchies - 50 points

Dynamo - 200 points

Space Hum - 100 points

Bomber - 250 points

Saved Humans - 500 points





Deep in space, trouble is brewing. Hidden within planetoid fields lies an evil force known as Sinistar! This ageless phantom of space collects floating debris to form its evil shape. When the Sinistar is formed, no ship is safe!

Fast and powerful, the Sinistar does have its weakness. Floating planetoids contain valuable minerals which can be forged into seeking bombs! Use these bombs to blast away the wicked amalgamation of Sinistar!

SINISTAR

SINISTAR CONTROLS (DEFAULT)

MOVE LEFT - Analog Thumb Pad Left

MOVE RIGHT - Analog Thumb Pad Right

MOVE UP - Analog Thumb Pad Up

MOVE DOWN - Analog Thumb Pad Down

FIRE - A Button

BOMB - B Button



POINT TOTALS

Planetoids - 5 points

Workers - 150 points

Crystals - 200 points

Warriors - 500 points

Sinistar Pieces - 500 points

Destroy the Sinistar - 15000 points



DEFENDER

- Use your Smart Bombs wisely.
- Rescue the humans! If captured, they will be turned into Mutants.

JOUST

- Stay away from the Lava Pits!
- Hit the Pterodactyl directly in the mouth to defeat it.

ROBOTRON 2084

- Don't stay in one place, it's easier to get killed.
- Hulk Robotrons can't be destroyed, so don't even try!

DEFENDER II

- Use the Warp Zones to your advantage.
- Watch your Inviso timer closely.

BUBBLES

- Use the Cleaning Lady's brush to defeat the Roach.
- Stay away from the drain (unless it flashes or your bubble has a face)!

SINISTAR

- Take out the Warriors first if you can, they're dangerous if left alone.
- Collect as many minerals as possible before taking on the Sinistar.

Here's some space to write down any notes you may find.

CREDITS

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ESRB RATING

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